The LIAUG Lighthouse

The newsletter of the Long Island Atari User Group

October 1988
Volume 4 No 3



Long Island Atari User Group

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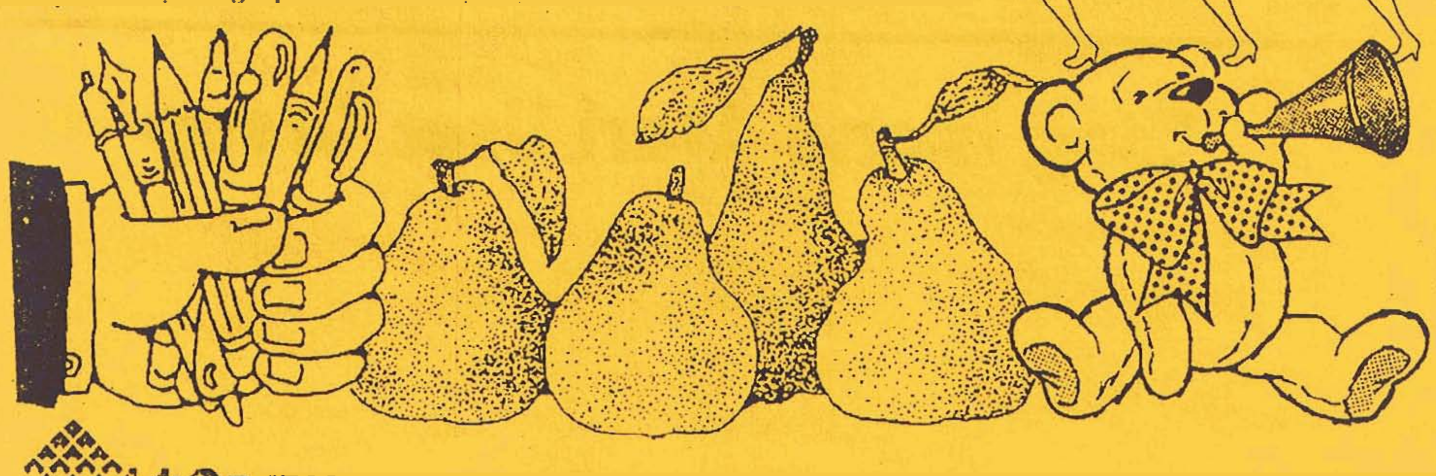
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Consecutive ads placed at the same time receive a 10% discount per issue with a 30% maximum. Send ads to our regular mailing address

Directions to the library: From the Long Island Expressway: Take exit 58 North (Old Nichols Road). continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 11:00 a.m. in the library 's community room and end at 4:00 p.m.

Current LIAUG Officers

President	Patrick J. Mulvey
Vice President	Elaine Maclaine
Treasurer	Randy Constan
Secretary	Harvey Mandell
Librarian 8 Bit	Don Russer
Librarian 16 Bit	Harvey Schoen
Librarian Video	Neil Trenk
[illegible]	Horst [illegible]z

Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $15 per year plus $5 for the mailing of the newsletter.

The newsletter is currently being produced on a 520ST with 1mbyte memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher.

If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

Our address is:

LIAUG

P.O. Box 835

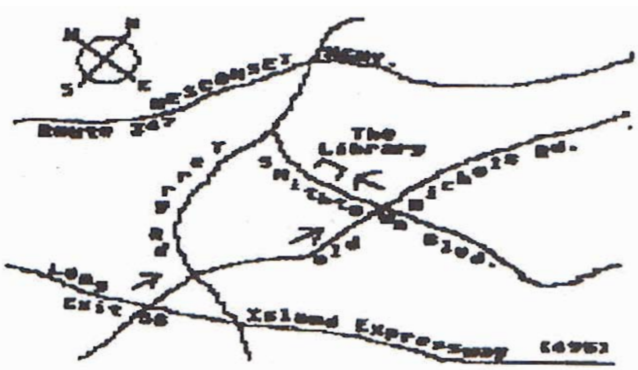
Lindenhurst, NY 11757

Our BBS number is:

(516) 221-8462

If no answer call:

(516) 221-2964 and leave a message.



BASIC PROGRAMMING FOR BEGINNERS
By: Stan Schenfeld

Here is the second installment of this new column on BASIC programming. I hope everyone was able to work out a program for last month's problem. As you saw, the program last month was only 6 lines long. This month the program will be 6 lines also. Please note that there may be more than one solution to any given problem. If your program is different, that's O.K. as long as the results are correct when the program is run. TEACHING ADDITION Prepare a simple drill program for addition exercises. Print two random integers in a suitable format, for which the user complete the sum. Input the user's answer and compare it with the correct answer. If the user's answer is not correct, repeat the same problem. If the user's answer is correct, print a message of encouragement and repeat the procedure with a new pair of numbers.......

EXAMPLE OF RESULTS

RUN: ADD THESE TWO NUMBERS 90+41=? 67 SORRY, WRONG ANSWER, TRY AGAIN. ADD THESE TWO NUMBERS 90+41=? 45 SORRY, WRONG ANSWER, TRY AGAIN. ADD THESE TWO NUMBERS 90+41=? 131 VERY GOOD, YOU ARE RIGHT-HERE IS ANOTHER EXAMPLE: ADD THESE TWO NUMBERS 54+62=?

see page 7 for example program listing.

Minutes of the 8/13/88 LIAUG Meeting

By John I. Aalto, Jr.

The digital gavel fell at 12:05 PM and Pres. Pat Mulvey opened the meeting with a statement on LIAUG's policy of non-piracy. Pat noted the Nassau chapter's schedule for the rest of the year and that the meeting hall will not be available there in December. The Suffolk chapter is also scheduled through the rest of the year.

Pat then unveiled 'OUR FOURTH ANNIVERSARY ISSUE!' of our newsletter, The LIAUG LIGHTHOUSE. As one of the original members of the group I'd like to thank all those who helped get us here in such style! Love the cover, Pat! And congrats to the oldest ATARI user group on Long Island!!

We are allotting $10 a month as a donation for our use of the Quaker Meeting House as our Nassau location. Also, the sale of one of our member's 520 ST lead to a discussion of the possibility of once again leasing an ST system. It was decided not to at this time.

The new LIAUG BBS (516 221-8462) has been running for three months now. Pat updated us on the new software configuaration that will be coming on line in the near future. BBS Express Pro is in and chips for the memory upgrade for the 130XE need only to be installed. Members talked about how best to support the BBS with LIAUG funds. The possibility of aiding Neil Trenk's Hitchhiker's BBS was also brought up with the idea of networking the system using PRO's node feature. It was decided to bring this up at next month's meeting as no funds were immediately needed.

Before the demos started members got in to a lengthy conversation on the coming GEOS-style desktops which dovetailed into a discussion of digital and analog mice variations. Pat did a quick review of Gamestar's On-Track Computer Model Car Racing (panned) and Atari's classic translation of the arcade hit, Food Fight as well as Mindshadow by Activision, an illustrated text adventure.

Harvey Schoen, our 16 bit librarian, announced a new public domain disk set in our library. The King James version of the BIBLE. The 16 single sided disks filled with the ASCII text files that are organized by chapters are available for $40 from our library.

Hiraku Shimoda showed two programs, Ninja and Fight Night. He compared Ninja favorably to the less complicated Karateka and obviously was having a good time demoing Fight Night, a boxing program by Accolade.

Pat then demoed a program that he hadn't really had a chance to look at. While his inital reaction to Technicolor Dream was that it was a little bit of a nightmare, the group, who were further back from the monitor, loved the first picture we saw from this English art program.

The program is billed as the 'ultimate 256 Color Graphic Art Program' for the 8-bit. The more the group figured out about the program the more we were impressed. This program seems to represent one of the most interesting uses of display interrupts that any of us have seen! PAT, REVIEW THIS ONE FOR THE NEWSLETTER!

The President's Column by Patrick Mulvey

Well I did say that there would be some surprises in this issue. It look like the biggest of all was for me. This issue was done by Harvey Schoen on his ST. He showed up at the last meeting with some preliminary pages, and boy did they look good! His offer to do the newsletter couldn't have come at a better time. Thank you Harvey! As far as the group goes, our BBS is now running Oasis 3 (a public domain version). We will have a new 8 bit librarian soon and it looks like a new President. I will be vacating this position to devote more time to the new BBS. The group at this point in time has monies in the treasury as opposed to when I took over. I would like to see an influx of new software for the library and the continued improvement of the newsletter. As far as the doom and gloom about the 8 bit market, it would seem that the time to rely upon each other has begun. It is a very opportune time to develop your own software (or hardware) project and offer it to one of the major magazines or as shareware. Who knows, you might just make some money at it! And the rest of us might just benefit from your product in the long run. So start thinking and get crackin'! As I look back upon the months that have gone by, I am thankful for the aid that has been given to me and the group in the past. The group went through a difficult period but we came through it with our heads held high. If anything that I might have said in the past may have seemed important, please remember this. If we all stick together and help each other over our difficulties we can overcome anything.

Bit Byter Programs # 14

by Horst A. Dewitz

Side A:

DOS.SYS --> DOS2.5

AUTORUN.SYS --> Starts title screen

START.BAS TITLE.COM --> Winning title screen by J.Schildmann and S.Duesterhoff

MENUE.BAS --> by Uwe Bekemann

RAETSEL.BAS REBUS.PIC --> The new contest puzz idea by K.P.Koenig

LESER.BAS --> Loader program for text files on this disk: INFO.TXT

TIPS.TXT

SOFT.TXT

PDECKE.TXT

INSERAT.TXT

PASCAL.TXT

URLAUB.BAS --> Text adventure game by Uwe Bekemann

Side B:

DOS.SYS --> DOS II/D+ MENUE.BAS --> by Peter Sabath TERMINAL.TUR

DATARI.TUR

PATCH.TUR

RS232.TUR

RS232.OBJ

RS232.DAT --> Modem program with X-Modem function by Klaus Pruegel.

PATCH.TUR by Martin Krischik. (NOTE: I do not think that this program is suitable for U.S. use. It involves changing 2 Turbo Basic bytes by running PATCH.TUF which creates a new file TBRS232.COM ,which then permits the running of TERMINAL.TUR if you have an 850 interface, otherwise more adding and loading is nessecary. Program is slow and overscans the TV screen [because of the difference in German TV

continued on page

rasters]!)

PMWIND.BAS --> Window demo by Wolfgang Burger SCHLAGZ.OBJ --> Drum demo written in Action, by Wes Phillips

VIDTIT.BAS ABBUC.SC1 ABBUC.SC2 --> Vidiotitler by Chris Witham, with 2 demos

PUTGET.TUR GRO.SCR --> Load with Turbo Basic.Program explains the storage of screen contents, using Turbo Basic commands

SOUND.TUR --> Sound demo from Bit Byter PD Disk # 507. Load with Turbo Basic

RATEZAHL.BAS --> by Ralph Heiermann, program creates puzzles like the one on disk # 13

LOESUNG.BAS RATEN.PIC RATEN1.PIC --> Puzzle solution from disk # 13

TOPTEN.BAS HITS.DAT --> by Johann Raiger, archiving program for hit parade fans HUNDE.BAS --> Mind game from the Netherlands

BIT BYTER NEWS by Horst A. Dewitz

BIT BYTER DISK # 14 contained very little news of value or importance to ATARIANS in the U.S., mostly items of a more local nature. The few useful bits of information are:

>Membership dropped to 570 because of the 520/1040 ST's, however since those members that changed to the STs are selling their 8 bit machines, it is expected to pick up some of those new ATARIANS in the near future. >November 19th is the date for the annual meeting.Invitations will be send to all members.(ABBUC has no monthly meetings!) >The MAILBOX(BBS) received 3650 calls since its inception. >Single line programs(EINZEIL.BAS) are discontinued. New 5 line programs are put in their place(This is on a contest basis with a prize for the winning entry!). Send your entries to the club headquarters. Programs may be in basic or turbo basic and may cover any field i.e. graphics, music, utl's etc.. Remember, the Bit Byter Club is a club for membership participation!

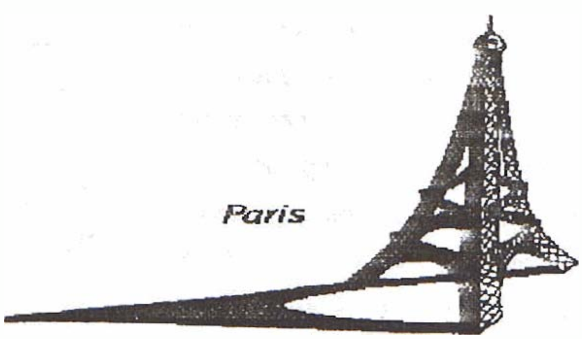
that all folks!!

REVIEW OF A+ FRENCH by Horst A Dewitz

American Educational Computer Inc. 7506 N. Broadway Oklahoma City, OK 73116

Gadgets & Games, Roosevelt Field $9.95

A recent trip to Morocco made me realize that English is not enough as a language that one speaks. As a former French colony, Morocco uses Arabic and French as their official language, and that didn't help me. Upon return to the good old US of A, I decided to learn French the easy way, with my 130 XE. So I went out to Gadgets & Games and located among the Commodore shelfs (Yes you will find ATARI programs there, Commodore one side.ATARI on the other side!) A+ French by American Educational Computer Inc. for the 800XL/1200XL. Home I went, full of excitement, to learn French. Needless to say that I have absolutely no knowledge of the French language. I booted the disk according to instructions and everything worked fine. By the way, the instruction manual is clear and precise. It advises that on the 800 XL and the 130 XE a double return press is needed. Reason: the disk boots and then stops, a double return press continues the booting process. Once you are on, you are presented with a menu of 35 lessons @ 10 words each. After selecting a lesson by number you are then going to another screen. This screen is more like a "Hangman" style operation. A sentence or a word is displayed in English, you type in the French word. You have several tries before the French word is displayed. Now you go on to the next word and so forth until you finish this lesson. After finishing a lesson a score screen is displayed, showing % of success and a rank (Novice, etc.). If your % is to low, you will do the lesson over again. Words within a lesson are chosen by the computer at random, meaning that when you do the lesson over question # 1 will not be # 1 any more, thus keeping you on your toes. When you finish a lesson successfully, you then have a choice to play a maze game(I guess to keep your mind off things.) or return to the menu for another lesson. There is room for creating your own lessons as well as a printer feature



to print out your lessons and responses. The graphics are great and the program is excellent. As far as learning French is concerned, it takes a lot more then this program to learn French. I see it as a valuable tool in addition to classroom work(As they advertised rightfully.) As a footnote I'd like to add that you are to send in a warranty card and sign a license agreement on that card. It also tells you that for $ 3.00 handling and shipping you could get a free disk of your choosing from their catalog(13 titles). I choose WORLD HISTORY and sent them $ 3.00. Within 10 days my free disk arrived. Its nice to know that a little known company stands behind their word.

REVIEW OF WORLD HISTORY by Horst A Dewitz

American Educational Computer Inc. 7506 N. Broadway Oklahoma City, OK 73116

(Free disk,see article!)

World History came to me as a free(?) disk after I purchased A+ French and after I sent in the warranty card and $ 3.00. I had a choice from 13 disks(!) (Grammar, Vocabulary, Spanish, German, U.S. Geography, World Geography Facts, U.S. History, World History, U.S. Government, Elementary Science Facts Grade 3-4, 5-6, 7-8, Biology Facts). World History appealed to me most and within 10 days my choice arrived. What disturbed me initially was the absence of documentation. However, upon working with this disk, I realized that the documentation of A+ French also applied to World History. After booting up you are presented with a menu of 35 lessons plus 10 more labeled home 1 thru home 10, which are used to create your own lessons. You have a choice for doing this right after boot up. After choosing a lesson(for instance: 3)Ancient Asian Civilization, 12)Struggle for Power in Europe just to name a few.) you then go to the next screen. Each lesson has about ten items. Some lessons have multiple choice questions (A),B),C),D).), others require you to fill in a blank line, for instance: THE .... EXERCISES HIS POWER FROM ROME AS HEAD OF THE CATHOLIC CHURCH. At the end of the lesson a score screen is put up, showing the % of your success or failure. There is a print option. This will print out your questions as well as the answers, blank indicating a wrong answer. All in all I find this t be an excellent program. Trivial Pursuit fans might sneer at this, but the average person will be stumpe by many of the questions. It is good entertainment a least, good education at most. If my better half likes to play with this disk, it has to be interesting. I intenc to write to American Educational Computer Inc. abou how I may obtain some of their other disks, since I d not see them in any store. I am very pleased with their products and their service, and I recommend getting in touch with them.



8–Bit Odds–n–Ends by Jim Harris

HOW SWEET IT IS!

Unless you've had the dubious pleasure of programming on other computer systems, you can't really know how easy you've got it with the ATARI! Historically, computers have not been easy to use. As a matter of fact, it was a point of pride (I suspect) for system-programmers and software designers to make the command structure as obtuse as possible. This guaranteed that THEY would be the elite caste, entrusted with the service of the computer's inner-sanctum. Example: Who but an IBM (mainframe) system programmer would have thought of a command like "//GO.SYSIN DD*" to indicate that a program's data followed! Second Example: To get a disk directory on a '64, you have to type in: LOAD "$",8 LIST



There is no way (like our <ctl>-1) to pause the listing, and if (God forbid) you should want to send the directory to the printer, you damn near have to write a program to do it! No kidding! I have SEEN programs written for the '64, that do nothing but print directory listings (and to hear the way everybody crows over them,you'd think that they were gifts from God Himself)!

If you've ever used MS-DOS for the IBM PC, you know that:

(a) writing the DOS shell to a disk is a non-trivial task. You actually have to re-format the disk to do it, since the act of writing DOS is a parameter of the FORMAT function!

(b) If you DO write DOS tothe disk, the files are "hidden", (they do not appear in the directory!) So, unless you remember (or have the foresight to label the disks), there is no way to tell if a disk contains DOS except by trying to boot the system with it! And THAT little chore can get old in a hurry!

We in AtariLand (which is sort-of like Adventure-Land,only better!) have it easy. Period. The folks at ATARI specifically designed the ATARI OS to be easy to use. There are a few common?senserules, and the rules are "global", they apply (almost) everywhere thesame way. A CIO call to the disk, is just like a CIO call to theprinter, which is just like a CIO call to the screen, which is just like a CIO call to the cassette, which is just like, well you see what I mean?This is called "device independent I/O" which is trouble for thesystem designer, but makes things BEAUCOUP easy for the programmer!(If you don't know what a "CIO call" is, stop in and visit Randy'sassembler SIG. It will pay you an hundredfold at least!)

Atari's DOS is the same way. The rules are both easy and universal. An excellent example of this is the COPY function. (menu item "C"). You can copy from almost anything to almost anything else. The two signal exceptions are transfers between disk and cassette, both ways. Transfers from disk to screen (E:) are done exactly the same way as disk-to-disk transfers. You can also "copy" a file to THE SAME DISK with a different name! so that you have two copies of the program on the same disk. ("C"<ret> FILENAME.EXT,NAME2.EXT<ret> is how you do it.)

If you've ever used more than one application program at a sitting, you have had an opportunity to appreciate another advantage of ATARI's OS. It is (almost) bullet-proof! As long as the program provides a graceful exit to the DOS shell, you can load, and re-load applications to your heart's content. On another well known competitor to the ATARI, (the '64), when you change applications, you absolutely have to totally re-boot the system by turning it off and then on! If you forget to do this, and if you are lucky, the "new" application won't work. if you're not lucky, it WILL work, but contain subtle flaws! Example: I was using a utility package on the '64 a while back to set up some disks. After I'd reloaded the application I wanted, I switched to the "format" program, and formatted some disks. There was a subtle error in the program wherein the newly formatted disks were unreadable. You could write to them, no problem; you just couldn't READ them!



As a final point, if you don't already have it, let me suggest that you go out to your local bookstore and buy a copy of Ian Chadwick's "Mapping The Atari" (there is a new"XL"version!) I can personally guarantee that if you buy this book, it will be up there, (in importance), with the keys to the family freezer. Or perhaps even as exalted as the cold beers in the 'fridge! One thing is certain, after using it, you will NOT want to be without it. (my copy is under lock and key!) This book provides insights into the inner workings of the ATARI that you have never dreamed of! It makes programming for a system as nice as the ATARI so much nicer.

NEWS FLASH!

The "new" BBS is UP! I mean really up! The file transfer problems that we had with the last BBS should be a thing of the past. This little gem supports SEVERAL different transfer protocols:

1. Xmodem ('ole faithful!)
2. Ymodem
3. Xmodem CRC (advanced error trapping)
4. and one or two others that I don't remember.

There may still be one or two rough edges, but Our Fearless Leader, Pat M., is working on it. Do call it, and just in case you've forgotten our BBS number, (shame on you!), I'll repeat it for you:

(516) 221-8462 300/1200 baud

I'll be expecting you! While you're there, why not stop in on the 8-bit bases, and say "hello". Any Ideas? Suggestions? Etc.? Leave 'em there, and I'll get to them soon, and if they're newsworthy, you'll be reading them in my next column!

Keep your feet warm, and watch for my next article. I'm going to discuss how to protect your system from line problems, static, and a host of other gremlins.

God Bless!

END



Sample program listing for Basic Programming

```
i***ANSWER(PROGRAM)***

10 X=INT(100*RND(1)+1)

20 Y=INT(100*RND(1)+1)

30 PRINT "ADD THESE TWO NUMBERS
";X;"+";Y;"=";:INPUT Z

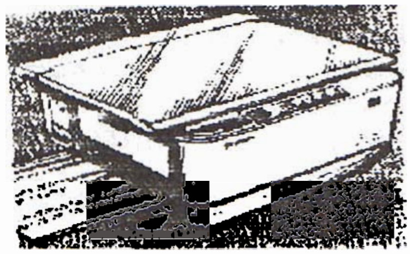
35 PRINT

40 IF Z=X+Y THEN PRINT "VERY GOOD,YOU
ARE RIGHT-HERE IS ANOTHER EXAM-
PLE":GOTO 10

50 IF Z<>X+Y THEN PRINT "SORRY,WRONG
ANSWER,TRY AGAIN.":GOTO 30
```

The Photocopy Process By Patrick Mulvey

Charge: The first step in the Photocopy process is the preparation of the surface of the photoconductor by charging it with a "static" charge. This must b done uniformly along the surface, as toner density highly dependant on the charge that the photoconductor obtains. The unit that creates this charge is referred to differently by the various manufacturer of copiers and laser printers. The most generic of these names is the charge corona. What this devic looks like is a long box with one side open that contains two insulating blocks at each end. Suspended inside the box is thin wire (one or more strands) that has a charge of about 6,000 volts. Thi wire is usually made of tungsten and is sometimes gold or platinum plated. The high charge attracts electrons off the surface of the inside of the box and they strike the surface of the photoconductor and remain on its surface till the exposure step. A high voltage system such as this has the unfortunat characteristic of attracting dust. The particles will eventually accumulate enough that this will reduce the charge on the photoconductor. If allowed to continue, the image will be weakened, and eventua blank (or black) copies will result. Part of periodic maintenance is the cleaning of the inside of the charge corona and the replacing of the charging wire that is contained within. On occasion the support terminals at each end of the box will



succumb to the high voltage and short out the charging action. This results in poor and blank (or black) copies on a very rapid basis and requires their replacement. Next month we will cover the exposure systems in the laser printer and the photocopier.

MAGIC SAC TIPS by: Douglas Hodson

Columns extracted from the MVACE NEWS Official newsletter of the Miami Valley Atari Computer Enthusiasts P.O. Pox 24221 Huber Heights, OH 45424

Edited by Bruce B. Hansford MVACE NEWS Editor

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Tips #1 Getting Started

Many people are confused about the Magic Sac. They buy it, plug it in, boot it and it bombs in a way that that can be reproduced every time they use it. Why does it bomb? What does it need? How do I get what it needs? How do I backup what it needs? How do I use fonts? How do I use desk accessories? How *do I turn it off? These and other questions will be* answered in the next episode of Soap. OK stop goofing off Doug,

I paid a lot of money for this little box, and I want some answers now! (who is that guy, shut up)

In this and in the following columns I will answer these questions along with others that are asked at the meetings or mailed to me from an outsider (letters from Mars require extra postage). This column is called Magic Sac Tips and is included in with the Magic Sac Library column this month due to its content (rated R). But in upcoming issues of the newsletter it will be separated from the library column. OK, lets get on with it.

The Magic Sac library is being 'cleaned up' and organized. A couple of changes you will notice.:

Disk #1 - Finder 4.1 and System 2.0 with Imagewriter configured.

Disk #2 - Finder 5.3 and System 3.2 with Imagewriter configured.

Disk #3 - Finder 5.4 and System 3.2 with Imagewriter configured.

These disks supply all the combinations of Finders and Systems that have proven to be Magic Sac compatible. My feeling is, if you are going to use the standard MFS filing system, which is the format of all the library disks, then stick with Disk #1 as your main STARTUP disk. If however, you need to use the HFS filing system (more common with hard disk setups), then you will need to use HARD DISK 20. HARD DISK 20 only works with Finder 5.3 or Finder 5.4 (and System 3.2). This means you must use Disk #2 or #3. Disk #1 is not an option. I would (as would David Small) much prefer you use Finder 5.3 and System 3.2 which is Disk #2. So MFS usage with Disk #1 or HFS and MFS usage with Disk #2 and HARD DISK 20. So why did I include Finder 5.4 in the library? Some people up on GENIE seem to prefer it. It ejects disks better than Finder 5.3. I have used it for a while and found little difference. Anyway, it makes our library look bigger <smile>.

Now that's settled, everybody knows how to load *double sided HFS formatted disks into the Magic* Sac. What you say (what). I'll tell you how to do that in a second (sorry I'm typing as fast as I can!). What else is new to the library. Well it's not totally new but Disk #4 is my 'Magic Sac Basic Utilities' disk.

Disk #4 - PackIt III, Switcher 5.0, FreeTerm 1.8, Font/DA Mover, Hard Disk 20, and any others I find necessary.

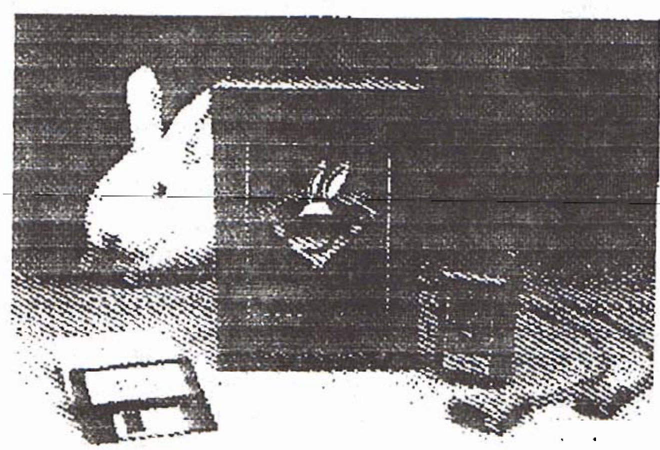
As you notice Disk #4 contains no Finder or System. In fact no library disks contain Finder or System, except Disks #1,#2,#3. (I can hear it now, 'Doug you fool why didn't you put the Finders and Systems on???') The reason is simple, Macs Finders and System take up to much room. We would use 3 times the number of disks to hold the same number of *programs if I did that (OOPS did I mess up, we would* have the greatest number of Magic Sac disks of any users group in the world. Hmm, I would be famous, driving my Rolls, eating caviar, beautiful woman everywhere). Don't worry not having Finders and

Systems on the same disk as the programs is of little nconvenience, unless you own only one drive and a ram disk takes care of that problem. So back to Disk #4, I will update it often, keeping the most current 'Basic Mac Utilities' on it.

So how do I read a double sided Magic HFS formatted disk? It's simple,

#2 out of library (contains Finder 5.3 and System 3.2) 2) Copy Disk #4 out of library (contains among others HARD DISK 20) 3) Boot Magic Sac using Disk #2 as the STARTUP DISK 4) Wait for the Mac desktop to appear 5) Insert Disk #4 into drive (drive B) 6) Copy HARD DISK 20 from Disk #4 to System Folder on Disk #2 7) Pat yourself on the back (big part done) 8) Eject both disks 9) Reboot ST 10) Boot Magic Sac again using Disk #2 as the STARTUP DISK 11) Bingo, you can now read and write to the HFS and MFS formats

If you don't understand this procedure or are a hard disk owner then your problems can be answered at the next MAGIC SAC NEW USERS SIG or maybe an upcoming MAGIC SAC TIPS column. I must encourage all Magic Sac users to attend this SIG it will be enlightening to all. Little tips such as 'Did you know pressing SHIFT-UNDO while in Mac mode reboots the Mac just like an original Mac'! Little tips are just start, how about configuring a complete Magic Sac from plugging in the ROMS to setting up partitions on a hard disk so that one partition is MFS format and the other HFS. Learn how to make the Sac boot from the hard disk. Plus keep up on the updates (current version 5.9).



UNIVERSAL ITEM SELECTOR II by PERRY BAILEY P.A.C.

Hi there, its been awhile since I stopped to write a review. But, I found something that I felt was really worth reviewing. Its called the Universal Item Selector II, which I will refer to as UISII for convenience (also to avoid typing out Universal Item Selector II). To begin with, just what is the purpose of UISII, and what convinced me that I should lay out $20.00 of my hard earned (though easily spent) money? The Universal Item Selector II, is frankly the most used utility that I own, it makes up for all functions that were left out of the TOS operating system, and even adds a few nice things all its own. I'll get to the more technical parts in moment, first let me answer the second part of my question, why did I buy it? To be perfectly honest, when I stopped at IB Computers the other day I had no intention of buying a program, I was just there to see about some magazines I was looking for, and to have a go at trying to sweet talk the guys at IB2's into copying some of the animation files off of their hard disk in the store (which by the way they were very nice about, and you will hear more about later). Little did I know that I was about to see a program for the first time that was to change forever the way I work with my computer.

It started innocently enough, the salesman was just finishing up with the copying I had asked for, when I asked him if there were some way of renaming a folder. He started to say "No", and then, he stopped himself, and said, "Yes, there was a program that did that", and to ,"hang on for a moment," while he got it for me. Now, I know how much anything really useful generally costs on the ST, so I had visions of big bucks floating through my head, and was preparing myself to say "No!". Then in a moment he was back with a little plastic bag containing a disk, a warranty card, and two pages of instructions, I was underwhelmed; then he booted the disk and nothing terribly impressive happened, though it did show a dialog box announcing the UISII. It was not until he flashed the mouse to the desk accessories and activated UISII that it began to interest me. It was a selector box, but oh, what a selector box! All it took to sell me, was showing me just two, of the functions of this excellent program, and then I asked the price, fully expecting it to be at least $30 to $40 dollars possibly more, when he quoted $19.95 I started to empty my wallet, fortunately there was just enough to cover it and all my others purchases. It wasn't until I got home that I really found out what it was I had purchased. Lets go through the capabilities of this marvelous package one at a time. To begin with it is a replacement for the gem Item selector, which means that any program that

uses the item selector, say for example Pic Switch .7 will suddenly find themselves using the UISII item selector instead.

Where shall I start, this program does so much. How about with one of the simplest functions, file copying. To copy files with UISII you will use the same click and drag technique that you are used to with the ST, with a few minor variations, and whole lot of improvements. The main difference is that you click and drag file files to a button on the screen instead of another drive icon or window. There are six of these buttons on the UISII window their names are, OK, Cancel, Move, Copy, Rename, Delete, (Sneezy, Dopey, Doc,...[whoops, got carried away!]), which also describes their functions. So to copy a file (or files) you click on it/them and drag them to the copy button, then click the copy button. Then you click on the appropriate button for the drive number you want to use (and yes it does support more than just your two standard drives, it also supports a ram disk and a hard drive giving you a maximum of 12 drives total) to write the files to, and then the selector box will show the directory on the destination drive. Have you ever had this problem? After the last file of a batch has been copied to the destination disk, you discover, that you only thought, you had the pointer on the folder name, and then had to delete all those files and try it all over again? With UISII this will never, never happen again. UISII will actually allow you to open a folder on the destination disk before writing to it, in fact you could open a folder in a folder, or even a folder in a folder in a folder in a ... well you get the idea. Finally when the selector is showing the place you want the files to be (or not to be), click the OK button and copying will commence. Not enough? Did I mention the fact that when you are copying more files than are visible on the selector screen it will allow you to shift click or lasso all or part of the files visible, then scroll down the window to lasso the rest of the files to copy, and that UISII will still remember to copy those files which are no longer visible but were already selected before scrolling down to select the rest the files you wanted to copy? Or the fact that UISII supports the use of wild cards. Something dearly missed after all those years of using my faithful 8-bit Atari. Well that covers the copy button, and as for the delete, and OK buttons, I think you can figure those out for yourself. So lets go on to the next really interesting function, namely, Rename. What you may ask yourself, is so great about the rename function, I'll tell you, it actually allows you to rename a folder (something TOS will not allow). Rename is I think the first thing I tried out on UISII. I had accidentaly created several one and two letter long folder names, so I tried rename on them (who wants to recopy a folder with 80 files in it?) it worked like a charm! It also allows the use of wild cards so you can change multiple file names at once (shades of the 8-bit)!

Lets get on to my favorite button, the move button. If you have ever used either a **MacIntosh** or the **Magic Sac**, then you probably already know what the move button is really all about. In short it allows you to move files into or out of folders on a disk. " So big deal you say, Tos does that too!", Wrong!!! Tos will copy a file into or out of a folder, but it leaves the original file just where it was and is very time consuming. All the UISII does is to move the file in or out of the folder in the directory, it does not recopy it. Thus saving lots of time, and the frustration of getting an insufficient room on disk error message! I mean this one is a real time saver, haven't you ever gotten something given to you as a folder only to find out it would not work in a folder and you had to copy it to another disk just to see if it would work at all? Well not any more thanks to the people of Application & Design Software from, guess where, Grants Pass Oregon. I would have bought it for that feature alone even if it didn't do any of the other really neat things it does.

Let me see now, the only other major button I haven't covered, is <u>cancel</u>, and it does just what the name implies It will either cancel an operation or, close the UISII window if you are not doing any operation at the time. There is so much to cover that I am sure I am missing great deal here. Did I mention the little "F" key to the side of the OK button that performs a search function for file names and paths ? Or did I mention that it has a built in format function that will format single or double sided, standard or extended format disks, or even twisted format (if you have the new mega roms)? Did I mention that by clicking on the name Universal II in the window it gives you even more options like the ability to read hidden files and to copy them, still hidden? or that it will hide or unhide files? Did I mention that it comes with a program that will let you modify UISII to suit your own special needs? Believe me, there are a huge number of uses and functions that are not covered in this article. Before I close though their is one last example I would like to give you, have you ever used Pic Switch .7? I use it heavily, but the thing that I have found that really used to irritate me was that I could only access one drive with the program. By installing UISII on my Pic Switch disk, I am suddenly able to do a myriad of things that I never could do before, the least of which is that I can now access any drive in the system including the ram disk. This program is nice, and too massively useful to be described fully in

just one article. In fact, I may have left out completely, your favorite use (or future use) of the program. For example, I totaly forgot to mention Bills' (El Presidente) favorite function, but that would be telling, so you'll just have to ask bill himself![So there!!]

To sum up, this is one of the all time great, gotta haves, for the Atari ST computer. It comes on a disk with absolutely no copy protection other than its serial number (but for $19.95 there is no excuse for piracy, just pay your money. Programs this good, at this price, deserve your support!). So you can put it on any of your boot disks or special purpose disks with ease. The documentation while somewhat spartan is complete, logicaly, and fully explaining all the uses, and functions, of the program, even giving a phone number for technical support. The inexpensive packaging makes it possible for the manufacturer to pass additional savings on to the buyer, which helps to keep the price so low. The Universal Item Selector II is a real winner! My advice is run out and buy this one. You will be glad you did. THE UNIVERSAL ITEM SELECTOR II A&D SOFTWARE226 NW 'F' STREET-GRANTS PASS OREGON 97526

Report From The Fairfax, VA (Washington, D.C.) Atarifest

By Larry Richards

The 4th annual Washington, D.C. Atarifest was held on October 1-2, 1988 at Fairfax High School in Fairfax, Virginia, just outside of Washington, D.C., sponsored by WAACE, a consortium of Washington area Atari user groups.

Attendance was very good, with the main hall constantly wall-to-wall with people. This contradicts what a lot of people are saying about the supposedly failing popularity of Atari computers. Among the vendors in attendance were such Atari stalwarts as MichTron, ANALOG, and ICD, who were showing their new SpartaDOS-X cartridge for the XL/XE, and what was probably the second most popular product at the show, the FaST hard disk drives, which are available for both the ST and the XL/XE.

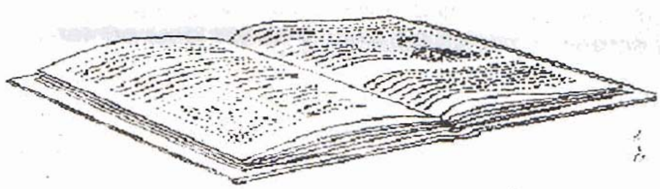
What was the most popular product at the show? That had to be the Spectre 128 Macintosh emulator from Gadgets By Small, Inc. Dave Small was selling them as fast as he could write up the receipts, and Denny Miller was standing next to Dave selling the 128K Mac ROMs at $90 a set, doing a brisk business. Another vendor had previously been taking orders for the ROMs at $115 a set for future delivery, but he departed quickly once Denny arrived. The Spectre was being demoed running the latest Mac software, such as the much-heralded HyperCard. One "stack" featured a large collection of full-screen graphics, and the Spectre was able to flip through them off the hard disk at blinding speed, a very effective example of the lightning-fast I/O speed of the Spectre/ST combination. There was even a brief demo of Multi-Finder, which, although it is not 100% stable on the Spectre with certain programs yet, should be should be running fine in short order, according to Dave Small. The Spectre 128 is an amazingly solid, polished product, especially considering that it didn't even exist as recently as this summer. According to Dave, it will soon even support Mac sound. It was even doing high-resolution screen dumps on the Atari SLM-804 laser printer. Great job, Dave!



Nite Lite Systems of Massachsetts was showing (and selling) their multiple serial port interfaces for the ST. Based on the 65C02 cpu chip, they allow applications such as multi-line BBSs and multi-user setups to be run using the ST. Prices started at $249.95 for a 4-port version.

Astra Systems of California were selling their

expandable hard disk systems, including a very nice rack-mounted unit intended for the professional MIDI market. They were also selling some very interesting (and useful) connector- switchboxes, including a multi-MIDI box, which provides multiple MIDI-in, -out, and even -thru ports. Another switchbox, called Drive B, alows connecting up to three different floppy drives to the ST for use as drive B (hence the name), and allowing the user to switch between them, even while the computer is on. This is especially valuable to pc-ditto users, as it makes it possible to have a 3.5" drive, a 5.25" 360K drive, and a 5.25" 720K drive hooked up simultaneously, and be able to boot off any of them! They also had a multi-monitor switcher (which also switches power to the correct monitor), along with multi-RS232 and multi-printer boxes. WordPerfect Corp. was at the show, even though they have announced that they are suspending development of new ST products,



although they will continue to sell and support version 4.1 of WordPerfect for the ST.

Soft-Logik Publishing was present, selling their programs. At a seminar, one of their reps announced that Publishing Partner Professional and Publishing Partner were being renamed PageStream and PageStream, Jr. respectively. He also said that PageStream (PPPro) was just about ready (finally!) and that the manuals go to the printer and the disks to the duplicator on October 3. They expect to start shipping within two weeks. PageStream will be shipped with 10 fonts, but other Publishing Partner fonts would require conversion to PS (that's PageStream, not PostScript) format. This would be done initially by sending a disk of fonts to Soft-Logik for conversion by them, but a font-conversion program would be made available at a later date, once it is completed.

MichTron was selling GFA Basic 3.0, along with their usual plethora of ST programs. Going back to ICD, Inc., their continuing support for Atari 8-bit machines was very evident. As previously mentioned, SpartaDOS-X, in cartridge form, was shown and was particularly impressive. This DOS offers much of the power of 16-bit DOSs to the Atari 8-bit user. They were also showing many of the former OSS products, such as Action!, Mac/65, and Basic XL/XE. 8-bit hardware shown included the MIO boards (now available in very limited supply, but they are hopeful of increased availability next year if the DRAM shortage eases up), and the 8-bit version of the FaST hard drives.

Additional ST products from ICD included the latest versions of Personal Pascal and BBS Express ST. Demoed, but not sold, was a prototype version of the Discovery Cart from Happy Computers. This still handwired cartridge/disk interface was shown making "backup" copies of such protected software as DungeonMaster. Little, if any mention was made of its previously touted ability to convert Macintosh disks to Magic Sac format. There were many other things to see at the show, but I don't have the space to describe them all here. Suffice it to say that it was a great show. I'm already looking forward to next year's show.

Copyright Law by Jordan J. Breslow

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I am an attorney practicing copyright law and computer law. I read a series of queries in net.legal about copyright law and was dismayed to find that people who had no idea what they were talking about were spreading misinformation over the network. Considering that the penalties for copyright infringement can include **$50,000.00** damages per infringed work, attorneys fees, court costs, criminal fines and imprisonment, and considering that ignorance is no excuse and innocent intent is not even a recognized defense, I cringe to see the network used as a soapbox for the ill-informed. For that reason, this article will discuss copyright law and license law as they pertain to computer software.

My goal is to enable readers to determine when they should be concerned about infringing and when they can relax about it. I also want to let programmers know how to obtain copyright for their work. I'll explain the purpose of software licenses and discuss the effect that the license has on copyright. For those of you who are programmers, I'll help you decide whether you own the programs you write on the job or your boss owns them. I will also mention trademark law and patent law briefly, in

order to clarify some confusion about which is which. Incidentally, if you read this entire essay, you will be able to determine whether or not the essay is copyrighted and whether or not you can make a printout of it. This is a long article, and you may not want to read all of it. Here is an outline to help you decide what to read and what to ignore:

1. The Meaning of Copyright from the Viewpoint of the Software User

1.1 A bit of history

1.2 The meaning of copyright

1.3 The meaning of public domain

1.4 A hypothetical software purchase

1.5 Can you use copyrighted software?

1.6 Can you make a backup copy?

1.7 Licenses may change the rules

1.8 Can you modify the program?

1.9 Can you break the copy protection scheme?

1.10 Summary

2. Copyright Sounds Neat -- How Do I Get One? Or, How Do I Know If this Program is Copyrighted?

2.1 How do you get a copyright?

2.2 How do you lose a copyright?

2.3 How do you waste a stamp?

2.4 Do you have to register?

2.5 How copyright comes into existence

2.6 The copyright notice

2.7 Advantages of registration

2.8 A test to see if you understand this article

3. Who Owns The Program You Wrote?

3.1 Introduction

3.2 Programs written as an employee

3.3 Programs written as a contractor

4. A Brief Word about Licenses

4.1 Why a license?

4.2 Is it valid?

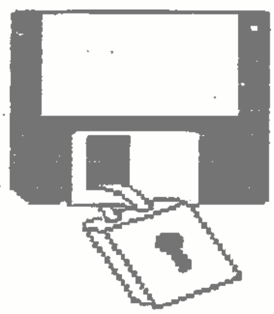
5.1 Trademark law explained

5.2 Patent law

6. Conclusion

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1. The Meaning of Copyright from the Viewpoint of the Software User



1.1. A bit of history If you're not interested in history, you can skip this paragraph. Modern copyright law first came into existence in 1570, by an act of Parliament called the Statute of Anne. Like most laws, it hasn't changed much since. It was written with books and pictures in mind. Parliament, lacking the foresight to predict the success of the Intel and IBM corporations, failed to consider the issue of copyrighting computer programs. At first, courts questioned whether programs could be copyrighted at all. The problem was that judges couldn't read the programs and they figured the Copyright Law was only meant to apply to things humans (which arguably includes judges) could read without the aid of a machine. I saw some mythical discussion about that in some of the net.legal drivel. Let's lay that to rest: programs are copyrightable as long as there is even a minimal amount of creativity. The issue was laid to rest with the Software Act of 1980. That Act modified the Copyright Act (which is a Federal law by the way), in such a way as to make it clear that programs are copyrightable. The few exceptions to this rule will rarely concern anyone. The next question to arise was whether a program was copyrightable if it was stored in ROM rather than on paper. The decision in the Apple v. Franklin case laid that to rest: it is.

(To be continued next issue.)

NeoDesk by Bill Silverman

I bought this program based on reviews in St World and on GEnie. Everything GEM should have been! The ultimate desktop! A bargain at it's price!

I snapped up a copy NEODESK at the Computer Cellar the day it came in (along with INTERNATIONAL SOCCER – see below) and rushed home to try it out. Of course I read nothing. After making a working copy I stashed the original disk into my deep storage bin and booted up.

After the mandatory failures in running the program

with total ignorance I finally glanced over the instructions and quickly got NEODESK up and running.



Neodesk is a replacement desktop for the ST. It has some features which are definite improvements: formatting (with different sector/track options), a much improved rubber band box to select files with, quicker file copying, better window management and file display, user definable desktops, files display masks, maintenance of file date stamps when copying, showing programs as desktop icons (and runnable from their icons), and other improvements over the desktop.

The program works in a proficient and professional manner. Neodesk is a real and complete program. The documentation, 'extras,' and the main program have all proven to be 'bullet proof.'

There is only one shortcoming to using NEODESK; it is memory hungry. The program takes about 140K of ram. That's a lot of memory to give for a desktop when you're running Publishing Partner or DB MAN. On the other hand, people with hard disks have told me that NEODESK is worth it's RAM for file management on hard disk systems. (I've got a 50MEG hard disk coming so I'll let you know how it works out)

NEODESK has a suggested retail of $29.95. With only the briefest review of the documentation it is a very friendly and useful program to use. It really is an improvement on the standard desktop but you will have to decide for yourself if it worth the ram to keep it loaded while running another program. It is a good acquisition for your ST software library.

INTERNATIONAL SOCCER

Another title snapped up at the Computer Cellar. As a genuine soccer person I have been waiting for this program since I ran a demo version of the game last November. The wait was worth it.

The graphics, sound and animation of this program are top notch. Game play (via one or two joysticks depending on who's playing) will definitely take some getting used to. Game mechanics are quite simple, the computer controls all the players on a team except one – which you control. Switching from player to player, passing, shooting, and dribbling are controlled via the joystick. You'll have to get used to the button stick mechanics before you are really ready to play.

Real soccer is a finesse skill game where individual and team possession are maintained through skilful passing and dribbling. INTERNATIONAL SOCCER does not come close to that kind of soccer. The brand of soccer played here is labeled 'boom ball' here in the states. Get the ball and kick it down the field. The only other offensive strategy is to dribble until you either shoot or lose the ball.

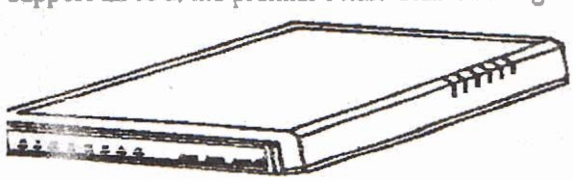
If you like sports simulations, INTERNATIONAL SOCCER is a well done computer game modeled after soccer and is recommended in that spirit. If you're looking for a true to life soccer simulation keep on looking.

INTERNATIONAL SOCCER has a suggested retail price of $39.95

Closing by Harvey Schoen

This is the first issue of the Lighthouse that I have edited. It's the first issue of any newsletter that I have edited. A newsletter is a representative of the organization that created it. I am dependent on our membership for the contents of the newsletter. Please consider sending us your articles, reviews, artwork and criticisms. You can send any items to our mailing address or post them on the BBS. I am particularly interested in artwork that can be used for the cover.

I hope that you like this issue and will continue to support LIAUG, the premier Atari Club on Long Island.



LONG ISLAND ATARI USER GROUP

MEMBERSHIP APPLICATION

To apply for LIAUG membership fill out the following application and bring it to the next meeting, or mail it (including check or money order) to:

The Long Island ATARI users group
P.O. Box 835
Lindenhurst, N.Y. 11757

The current dues are $15.00 yearly, plus $5.00 additional to receive all mailings, including the newsletter). Make checks payable to 'The LIAUG'.

First name: ____________________ Last name: ____________________

Address: ____________________

City: ____________________ State: ______ Zip: ____________

Phone #: ____________________

Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

Memory: ________ K Cassette: ________ Disk drives: ____________

Modem: ____________ Interface: ____________ Printer: ____________

Other: ____________________

What languages are you familiar with? ____________________

____

In what areas would you like to learn more about your computer system? ____________________

____

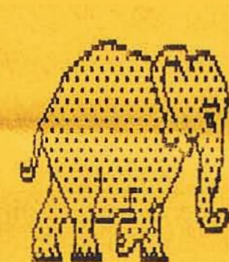
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